

The background is a dark, atmospheric illustration. In the center, a woman with long red hair, pointed ears, and large, translucent, light-green wings stands with her arms outstretched. She holds a small, glowing orange flame in her right hand. In front of her, a small, grey rabbit-like creature with large, translucent purple wings and a green headband with a yellow zigzag symbol looks forward. Below them, a dark, stylized cityscape with many tall, thin buildings is visible. The overall tone is mysterious and fantastical.

ONE WRONG STEP

IOANA MIRON
GAME CONCEPT ART BOOK

I always assumed I was the only
being like myself until recently



This gap opened in the middle
of the forest and this
strange creature flew out





ABOUT



One wrong step is an open world game concept where the player can choose one of the two main characters to play as. This will determine the first part of the game as both start in completely different environments and eventually meet.

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The background features a dark, moody illustration. A large, red-haired fairy with green wings and a black dress stands in the center, holding a small flame in her left hand. In the foreground, a smaller character with long ears and purple wings stands, wearing a white tunic and a brown belt. The overall aesthetic is dark and fantastical.

Thumbnails and worldbuilding

The fairy

The forest watcher

The watcher's house

Promotional piece

The underground city

Notey book

Overview

The world is built around ruins with an overgrown forest, a high variety of fantasy creatures, fairy rabbits and a forest watcher in the main view.

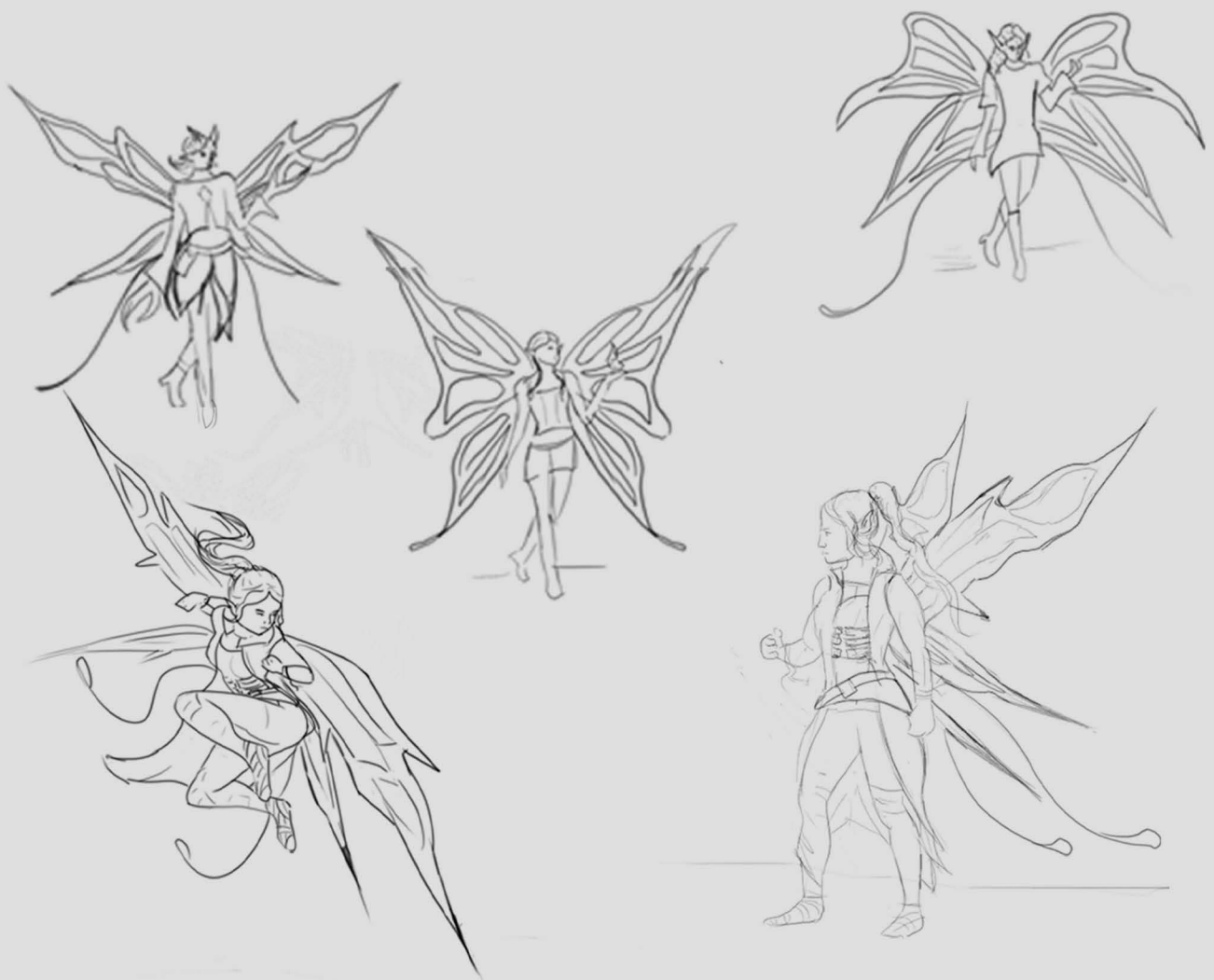
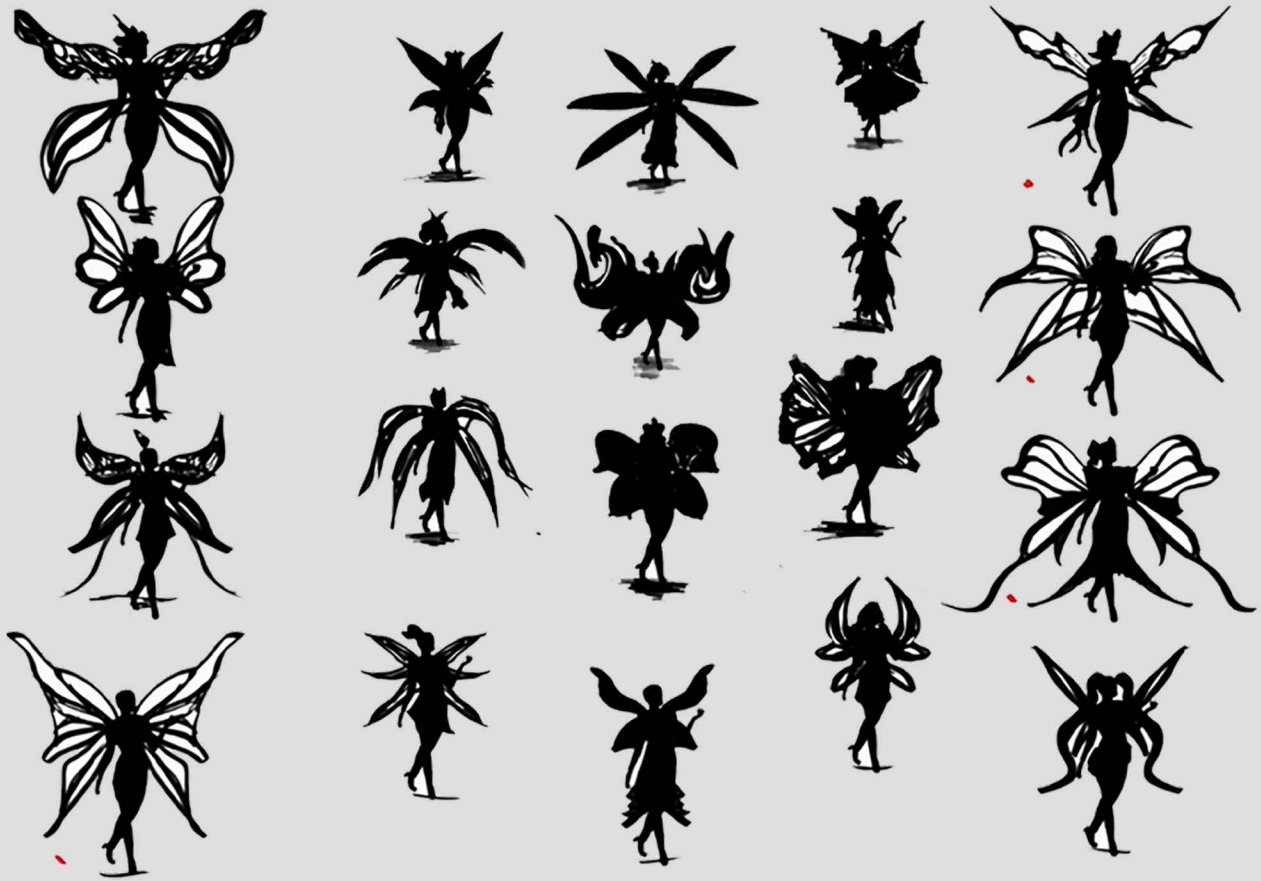
Some of the plants feel out of place as they don't belong in the forest, and a weird black sludge always drips down from trees.



The underground area will contain a highly developed city that will get connected to the surface to a large gap created accidentally by the main fairy character. She gets kicked out from the city and will get to meet the forest watcher on a forest exploration.

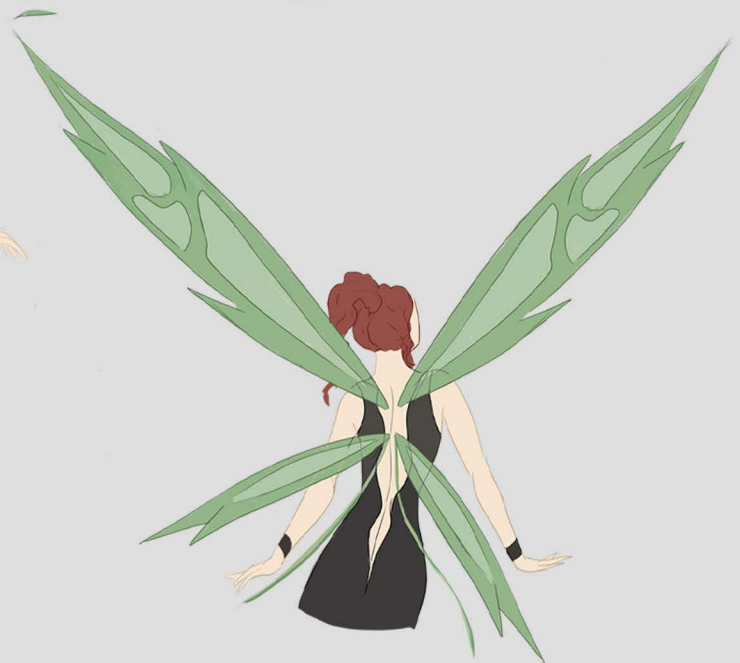


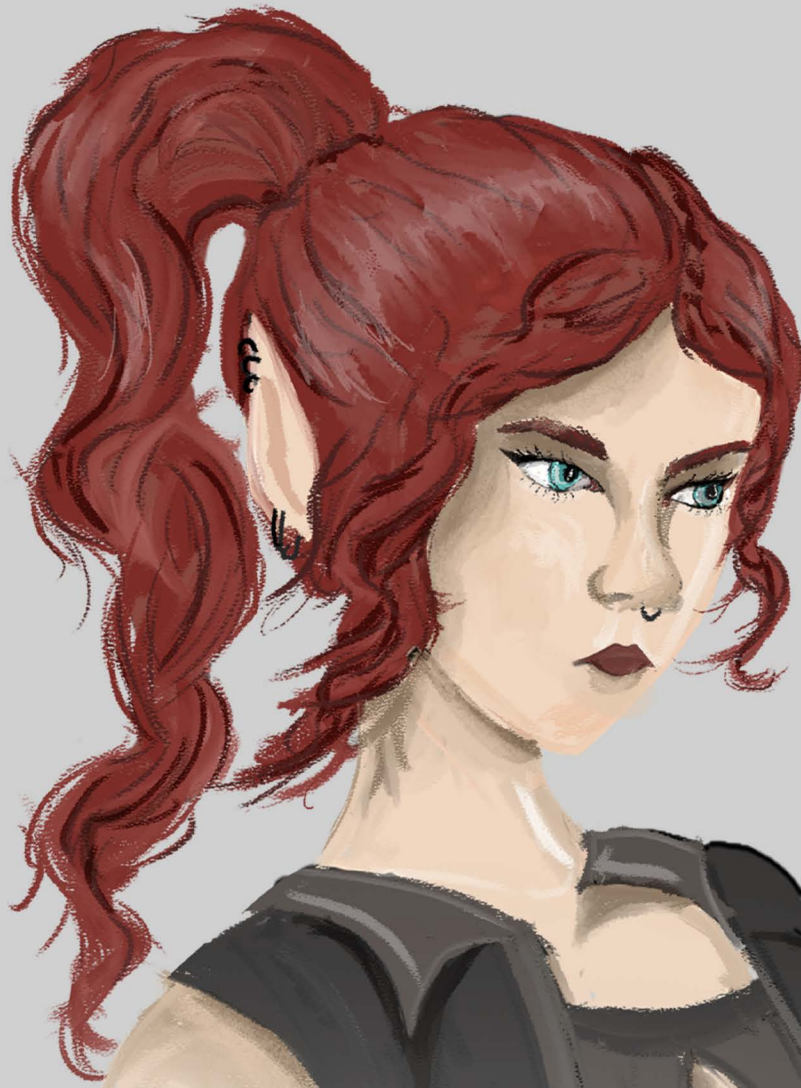
Creating the fairy



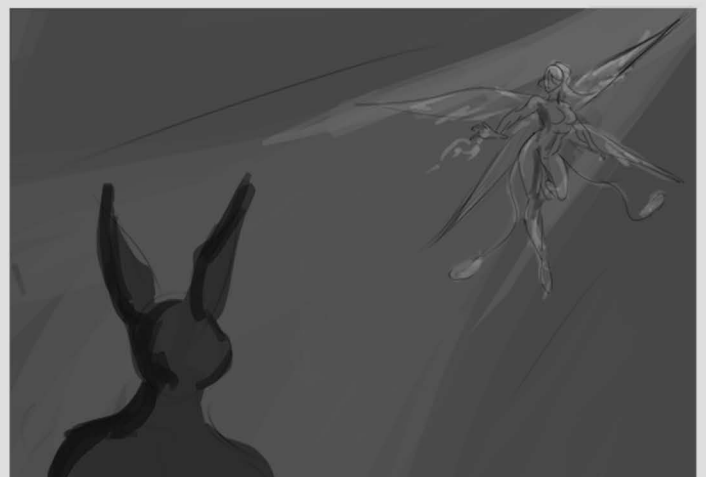
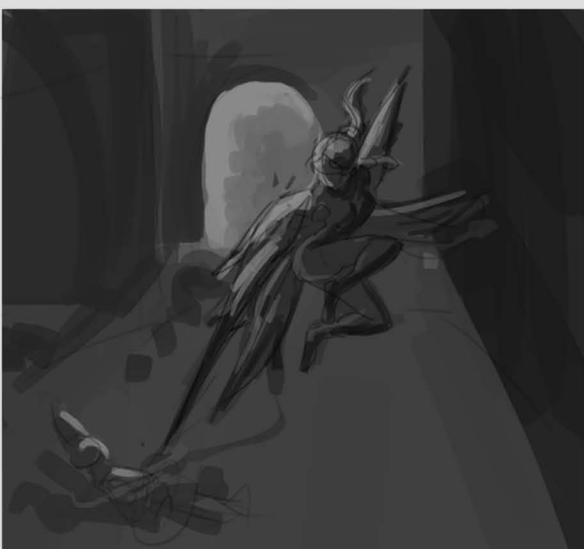
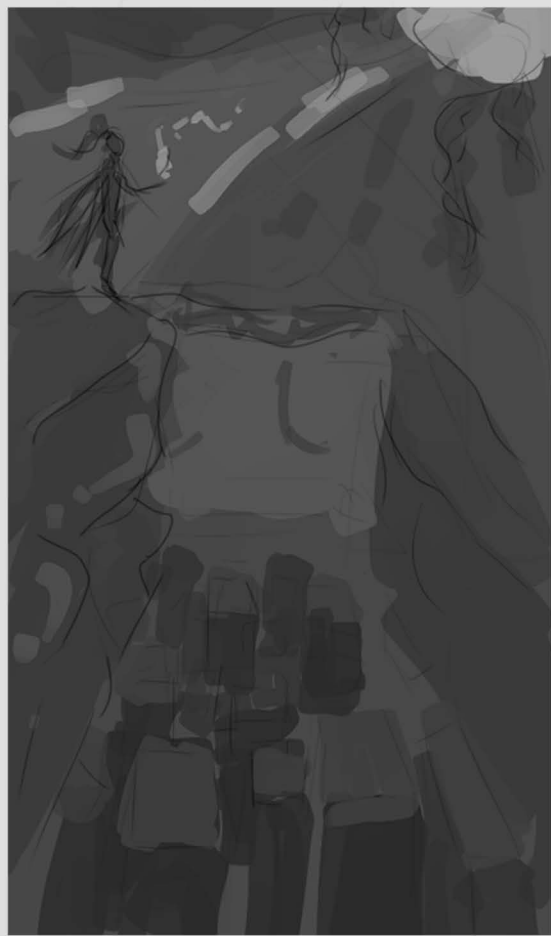
She has strange fire powers and is exiled from the city but later returns with the forest watcher to find the source of the unbalanced issues.

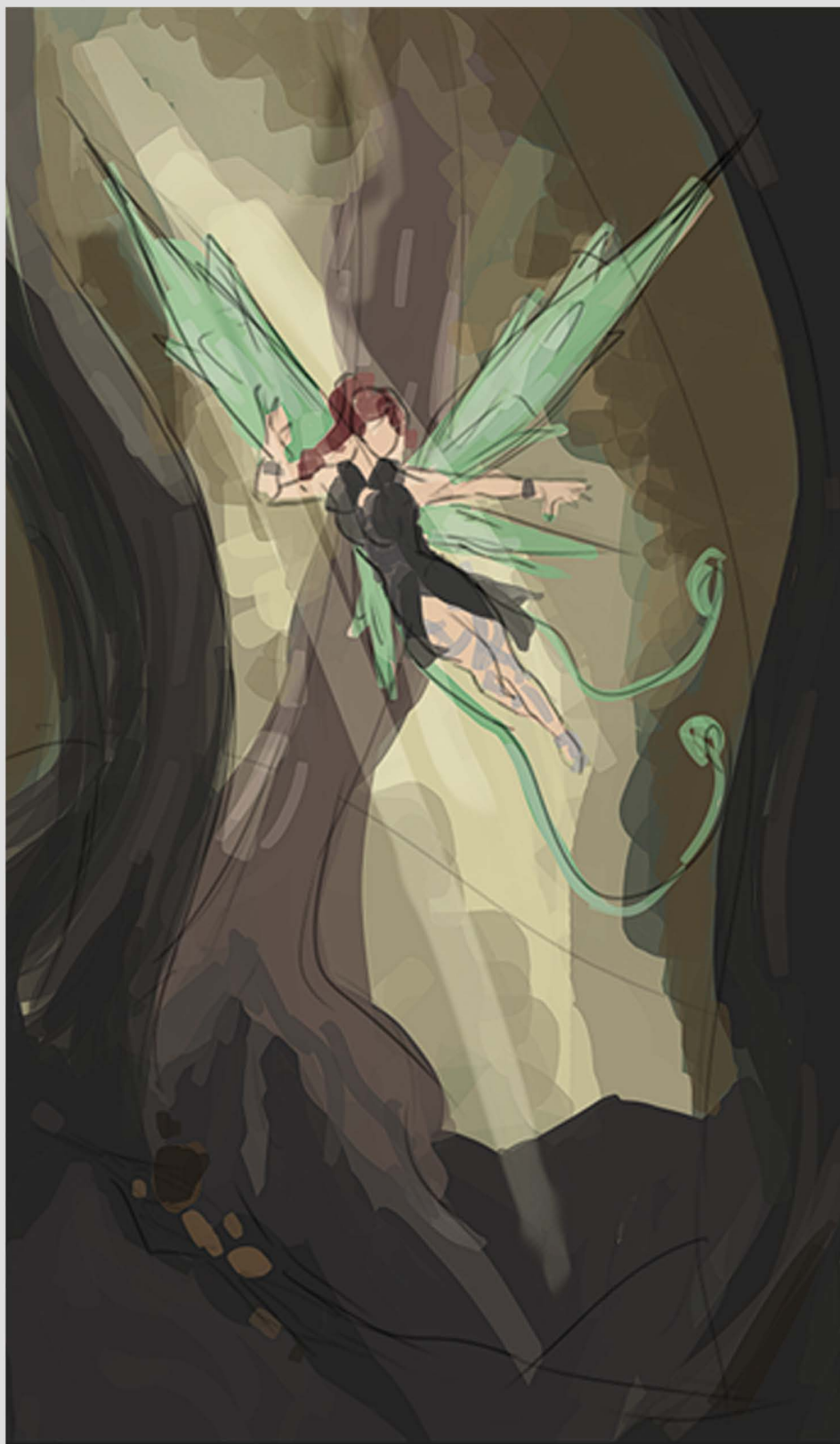
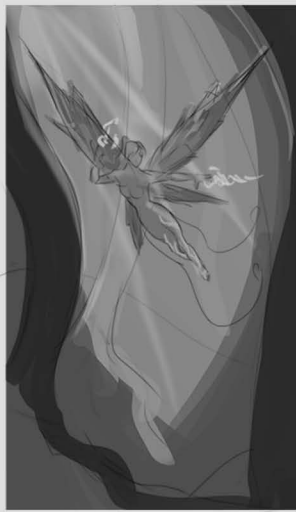
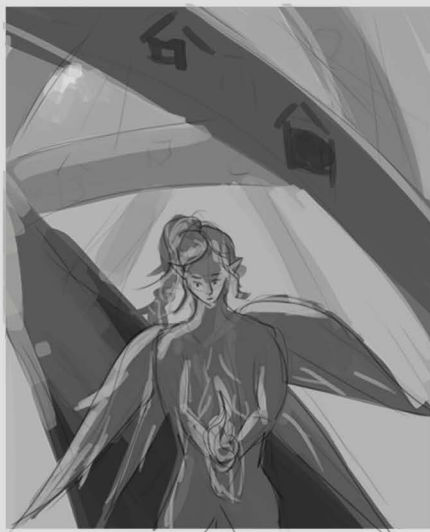






The red fire she creates it's unusual as most fairies have more ice and water based powers. As she escaped in the forest she noticed the issues between the two worlds and how different they are.







Lost in the forest

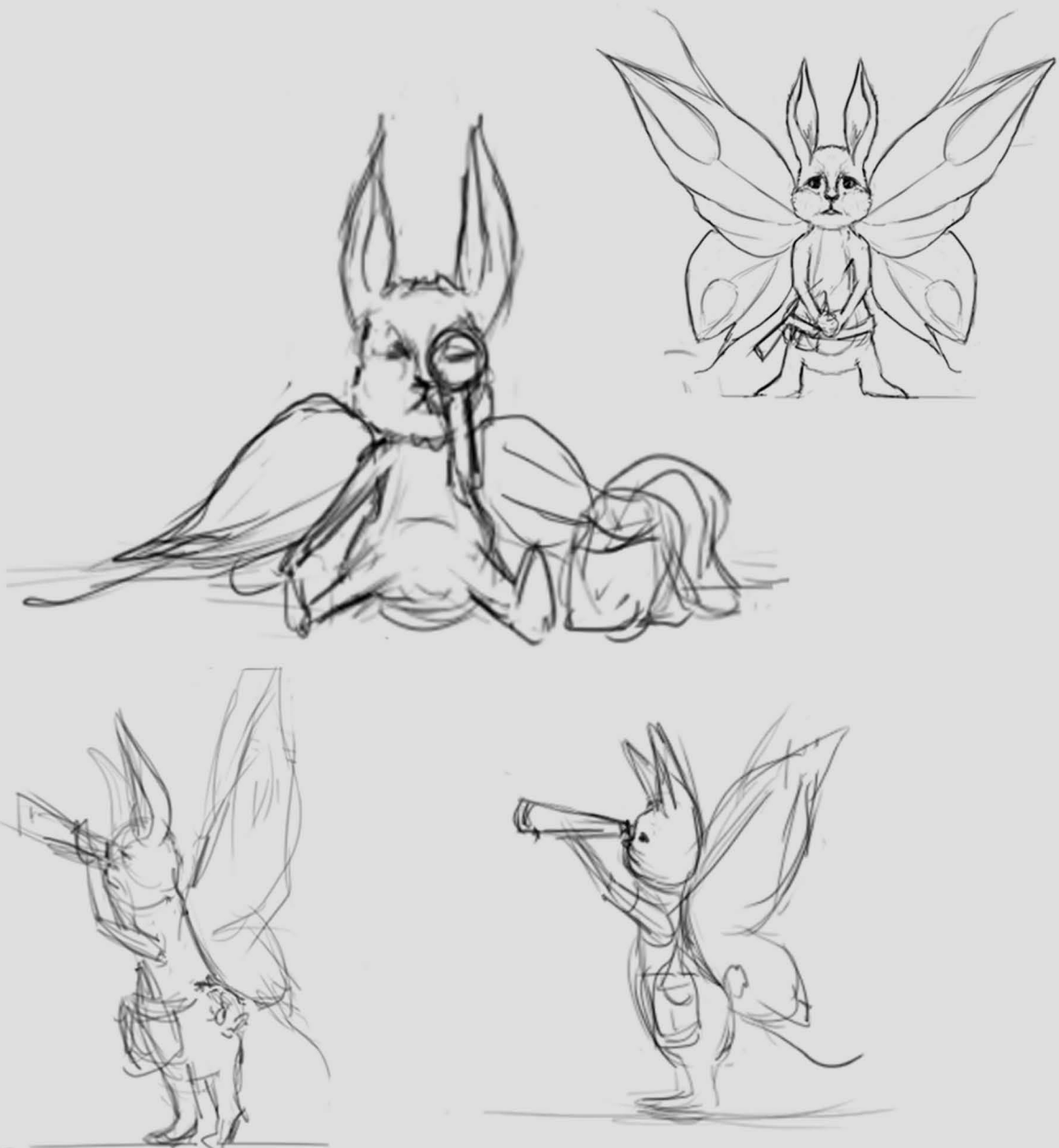
As the strange fire porwes
are showing as leg veins
form. She struggles to
initially find someone and
assumes this overworld is
unpopulated

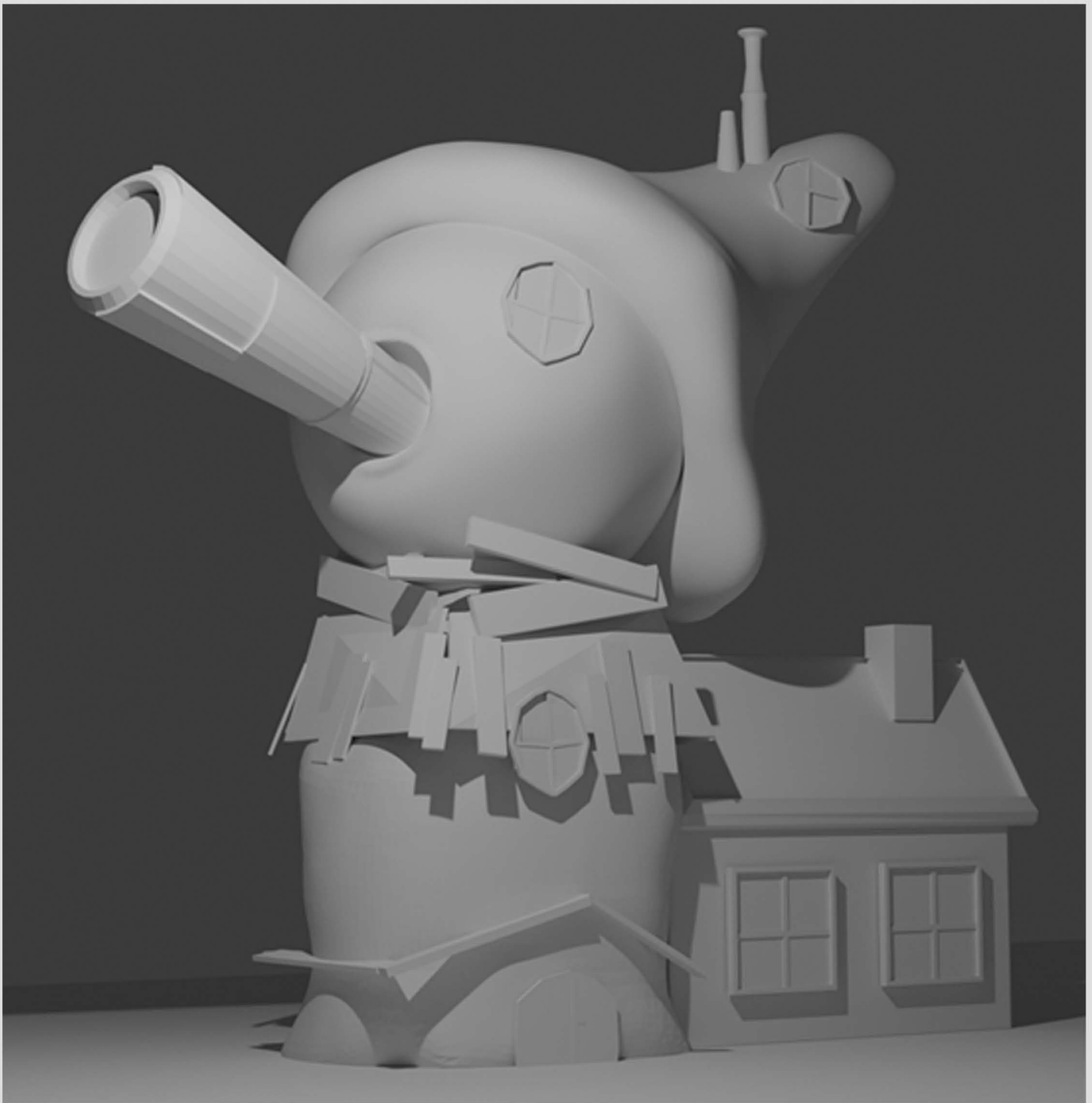




The Forest Watcher

He woke up one day knowing that his purpose is to take care of the forest as his primal instinct. Other similar rabbits exist but they are quite different.

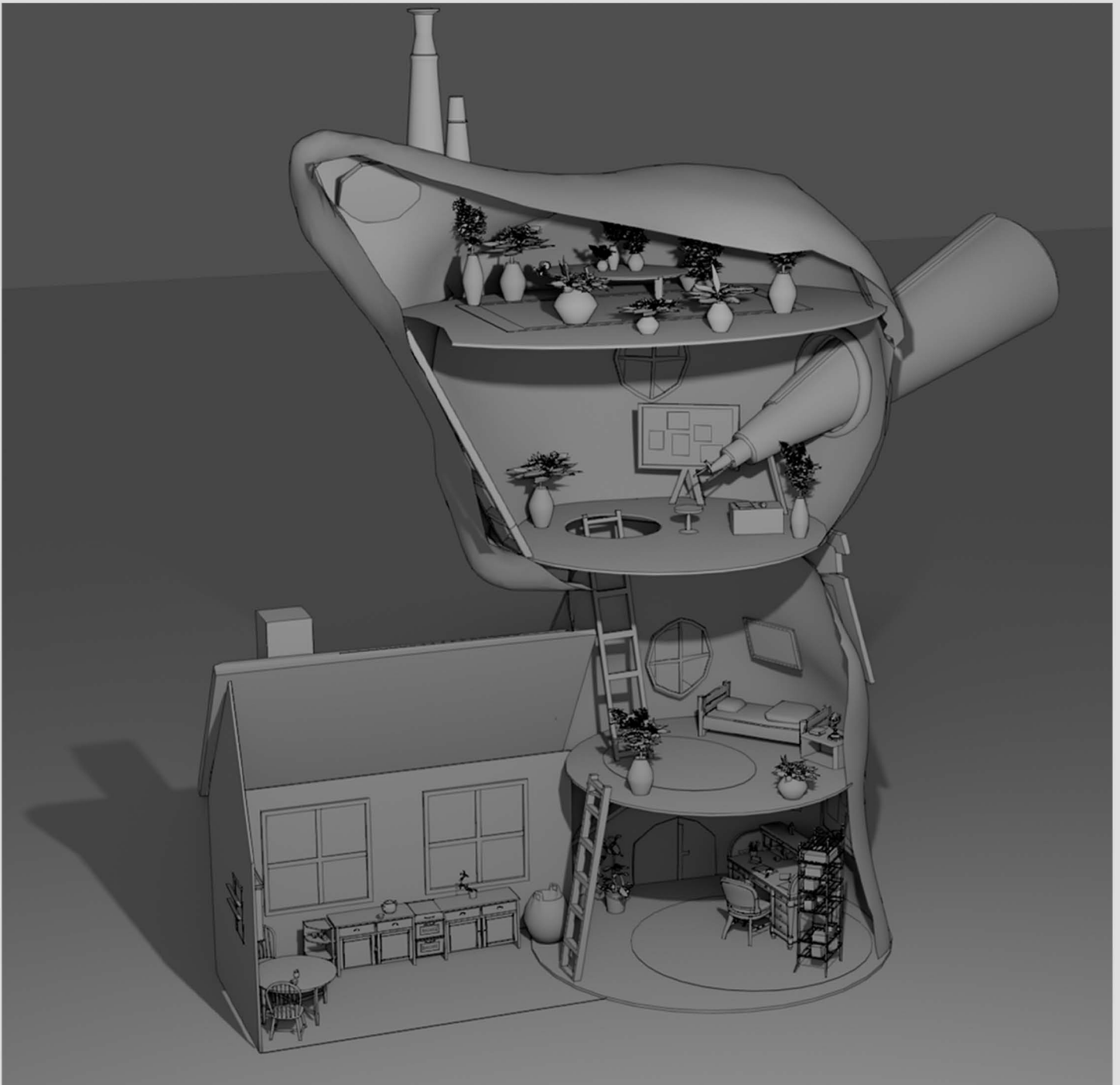




The forest watcher's house

It is quite simple, the concept is that he sculpted and build around a mushroom to keep all the requirements he has.

The rooms consist of a kitchen, a study and craft room, bedroom, the telescope room and the plant room on top.



The house is situated in the middle of the forest in an empty area with good view over everything.





The telescope can rotate in a few directions, to cover high amount of ground when the weather is not fit for flying around.

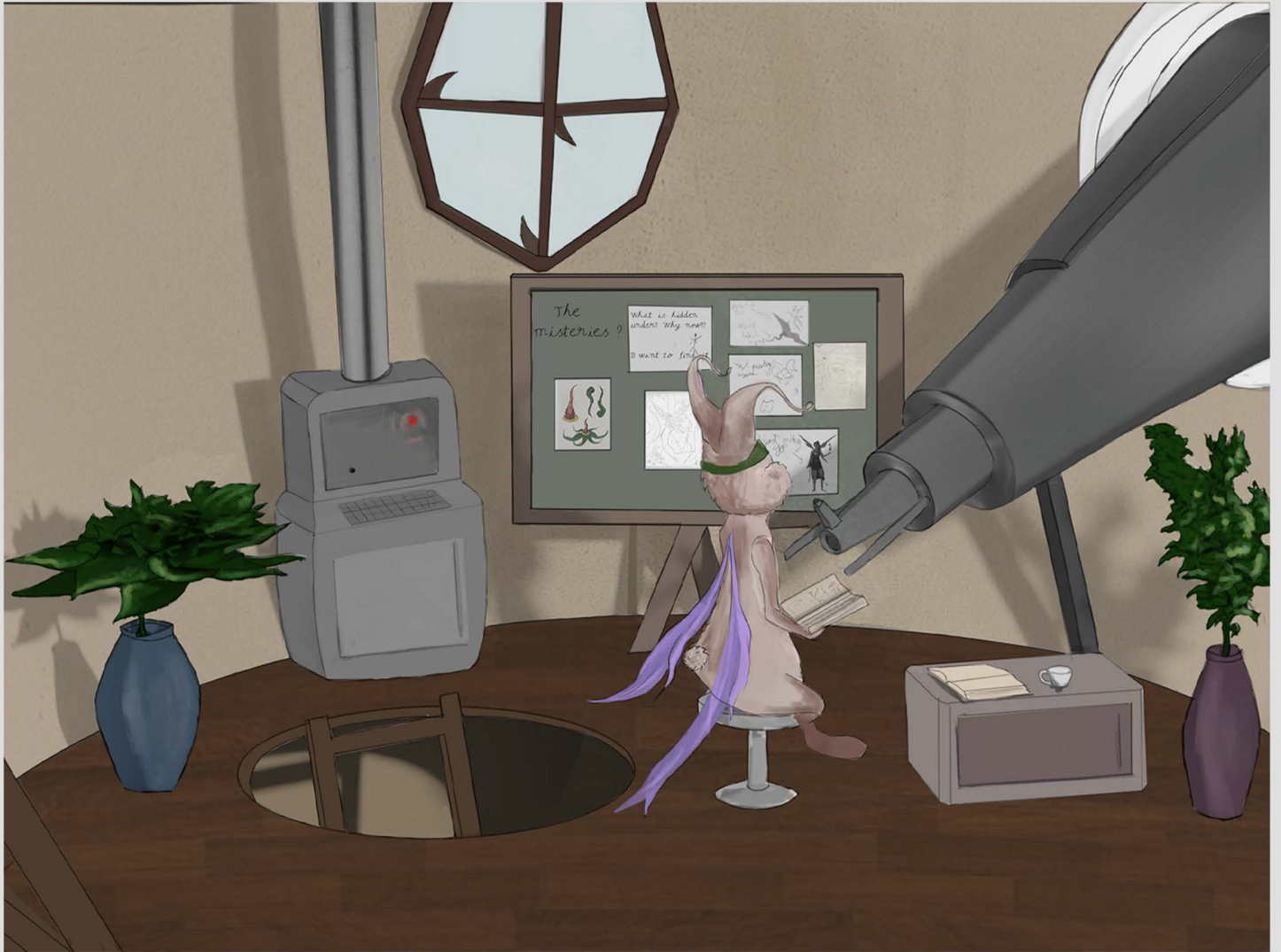


The kitchen is simple, with good outside view perfect for when he's cooking.



The telescope room





This is where he receives a lot of the forest information, where he studies in depth the weather and creatures.

After the first meeting

They won't get along initially seeing each other as enemies until they start understanding each other and their objectives



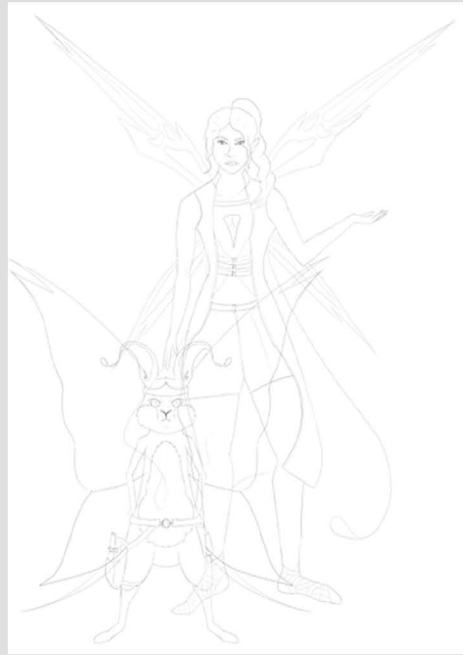
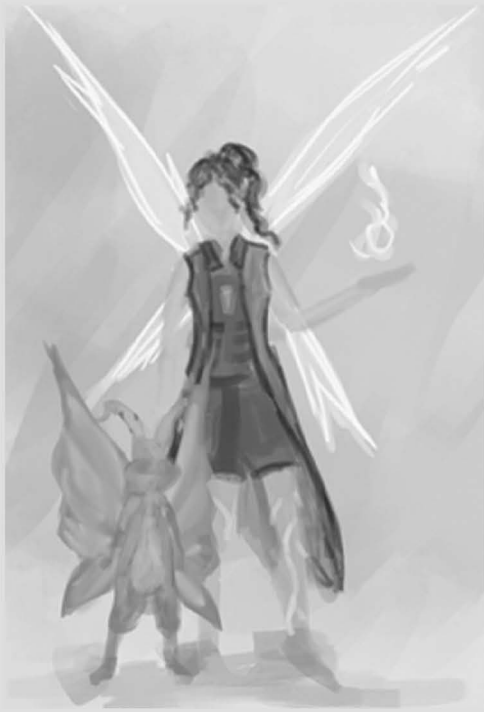


Thumbnailing the interaction
between the two characters

Promotional art piece

The concept of the promotional art piece is showing how they are equals in the game and ready to take on whatever will be ahead.









The flame has become more controlled now and used to get rid of the strange liquid

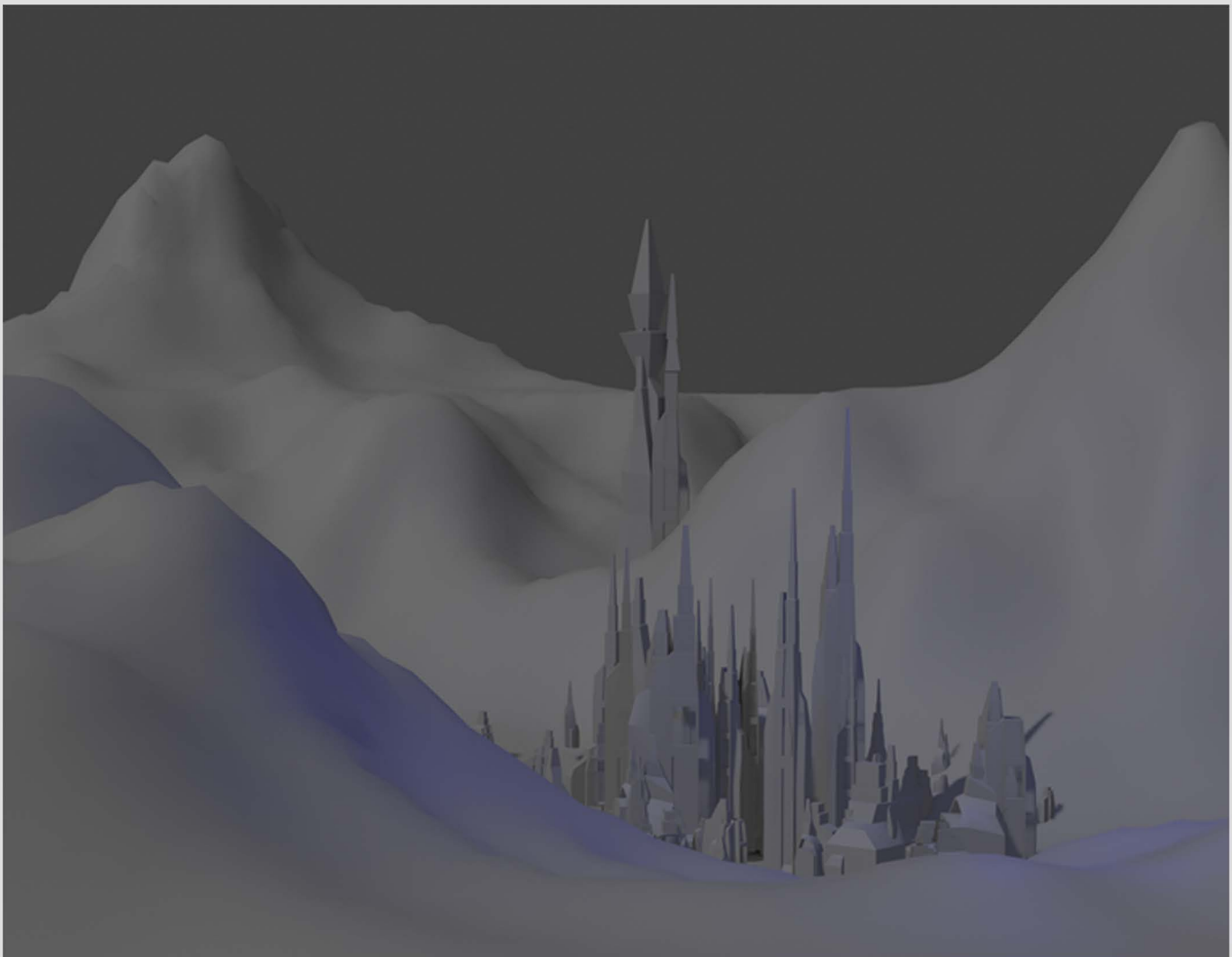


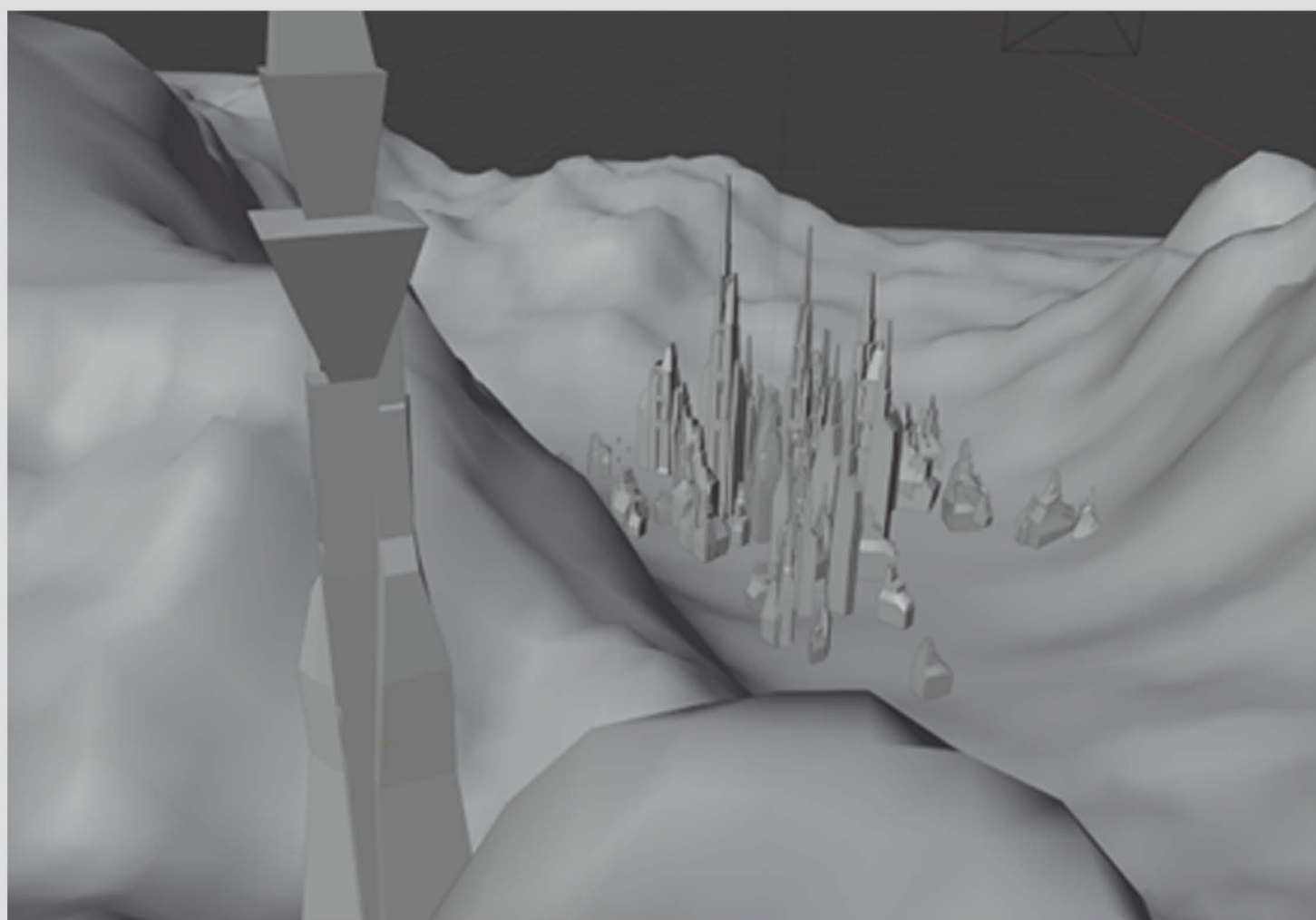
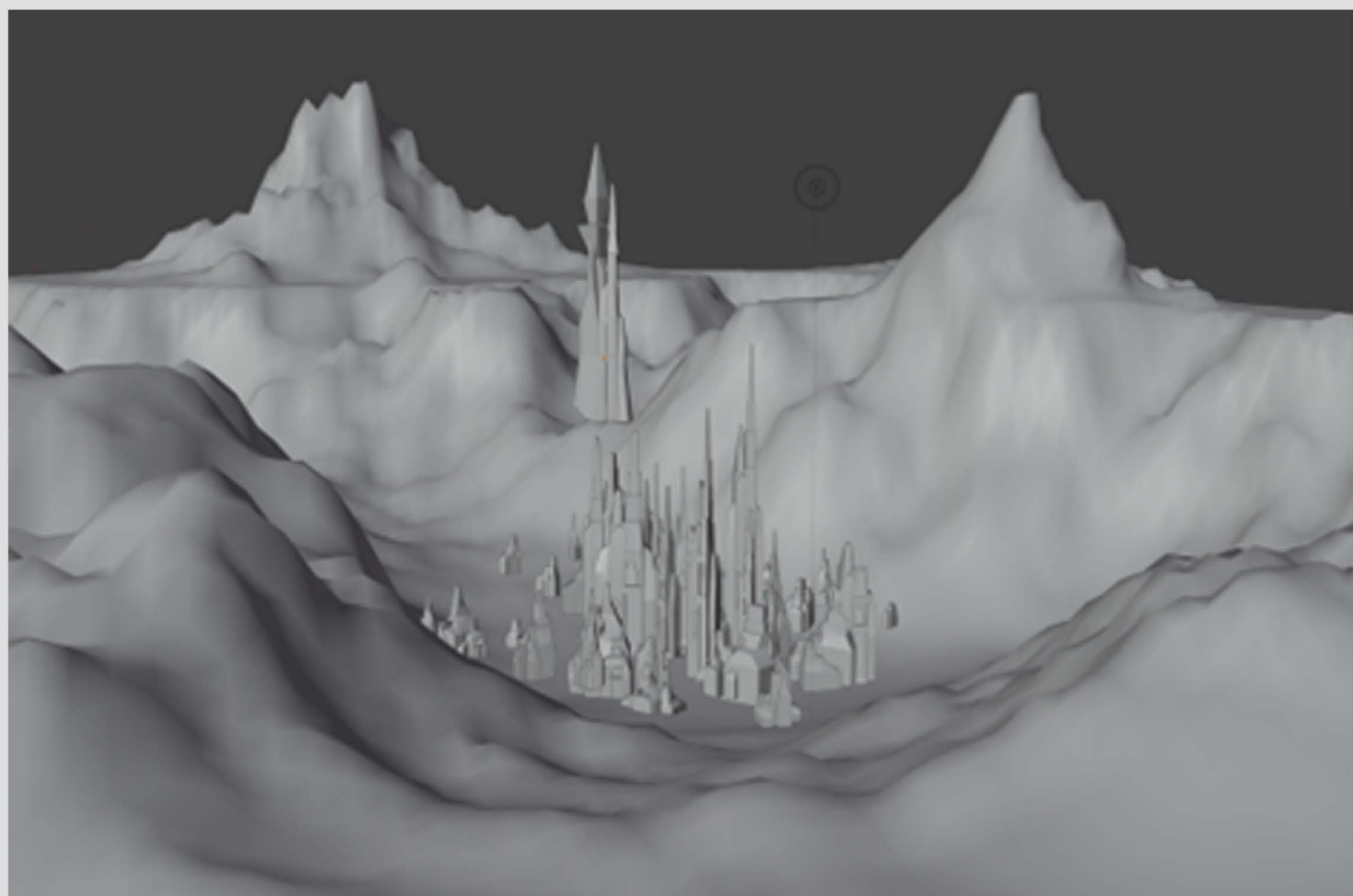
Separate views of each character



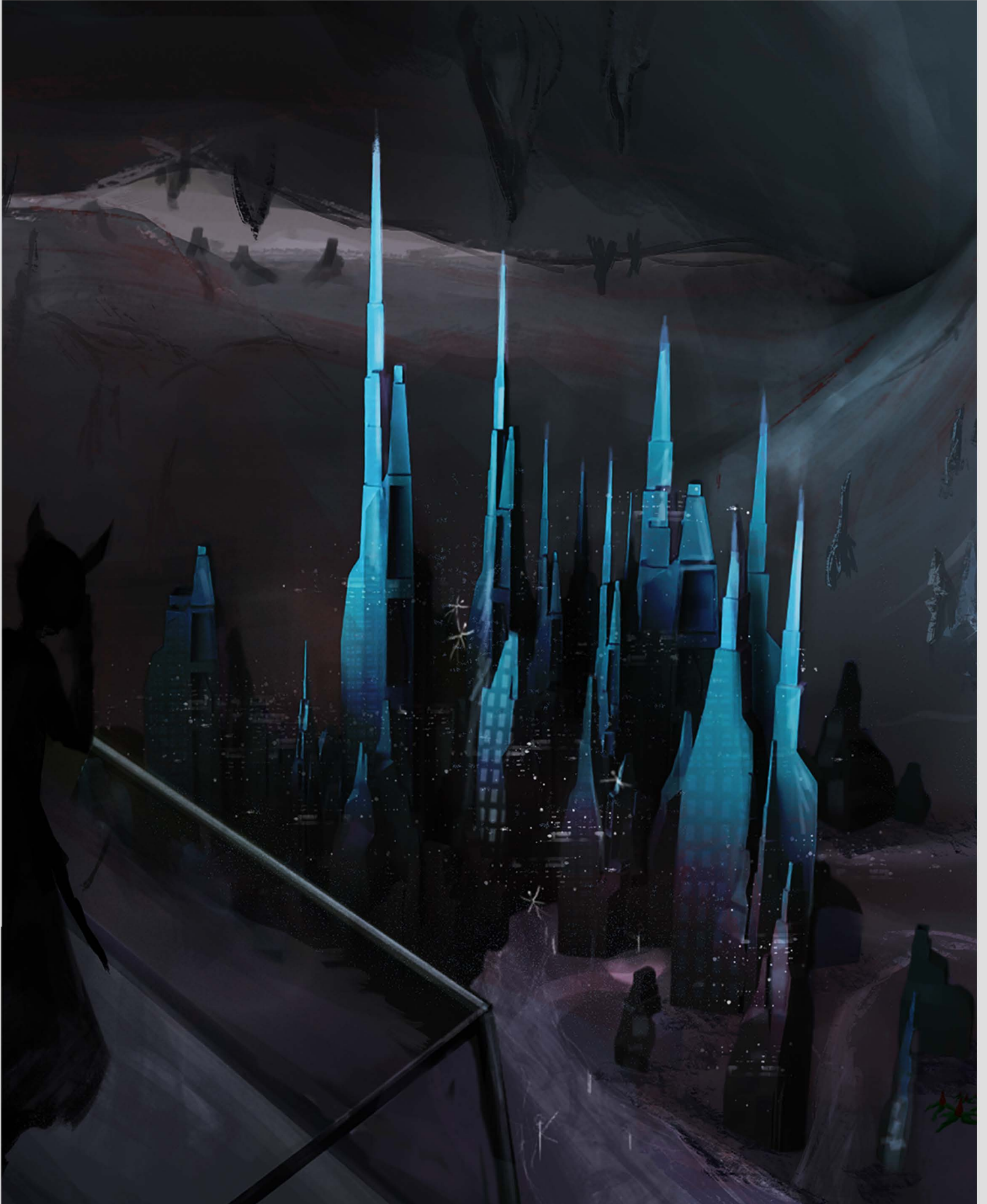
The underground city

Developing a city that has never heard of daylight means that it will be cold as it's not bear the planet's core and most fairies there are very pale and the only light received is artificial and from the glowing rocks

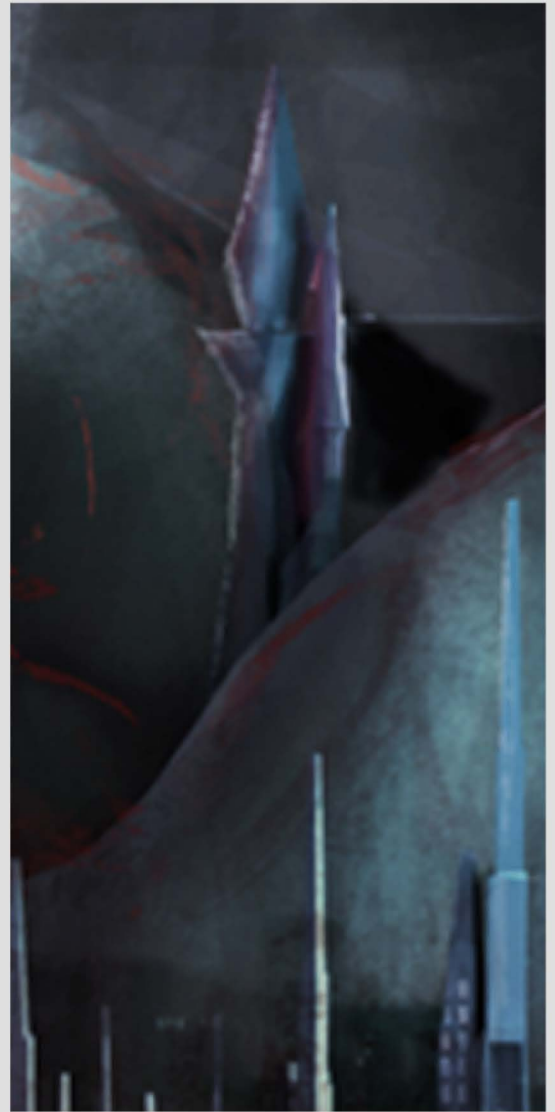




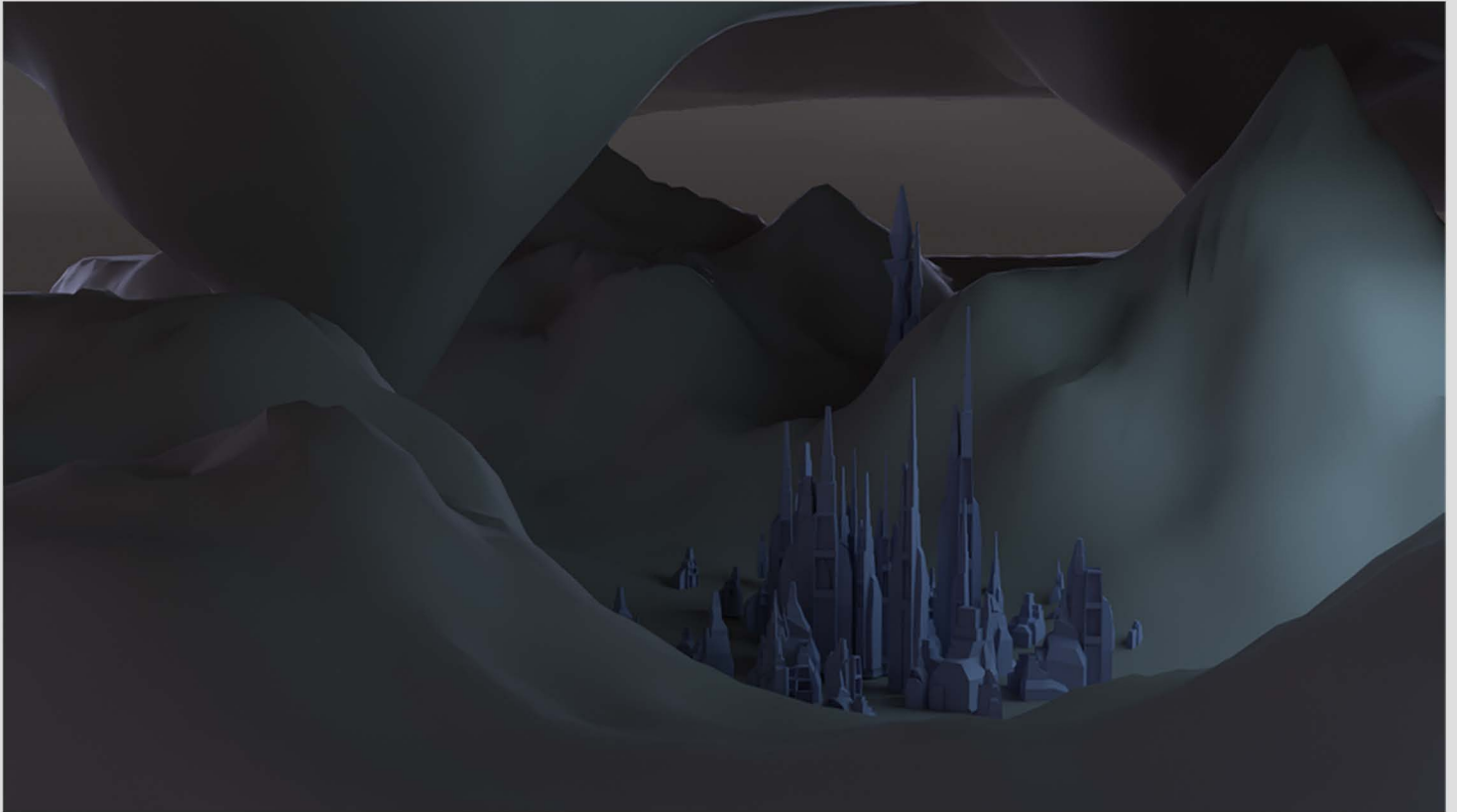
The Evil Tower



The Evil tower is both a watchtower and the home of the game's antagonist where it resides. It is situated further and above the city to get the clearest view of everything.



The evil-looking tower is where the antagonist is situated.





The notey book

Important game asset
available to read in game
at any time



Upon my past year as a forest
watcher, improvements have been
made.

I'm still alone



I needed something better for my
notes and to see in the distance
when I cannot fly



I needed something to carry
my items when I fly around

perfect
for
notebook



SUPER
USEFUL BELT!!!

bag to hold telescope

The average rabbit

wider
ears

bee-like wings

long,
skinny
arms

long,
skinny
body

small
feet

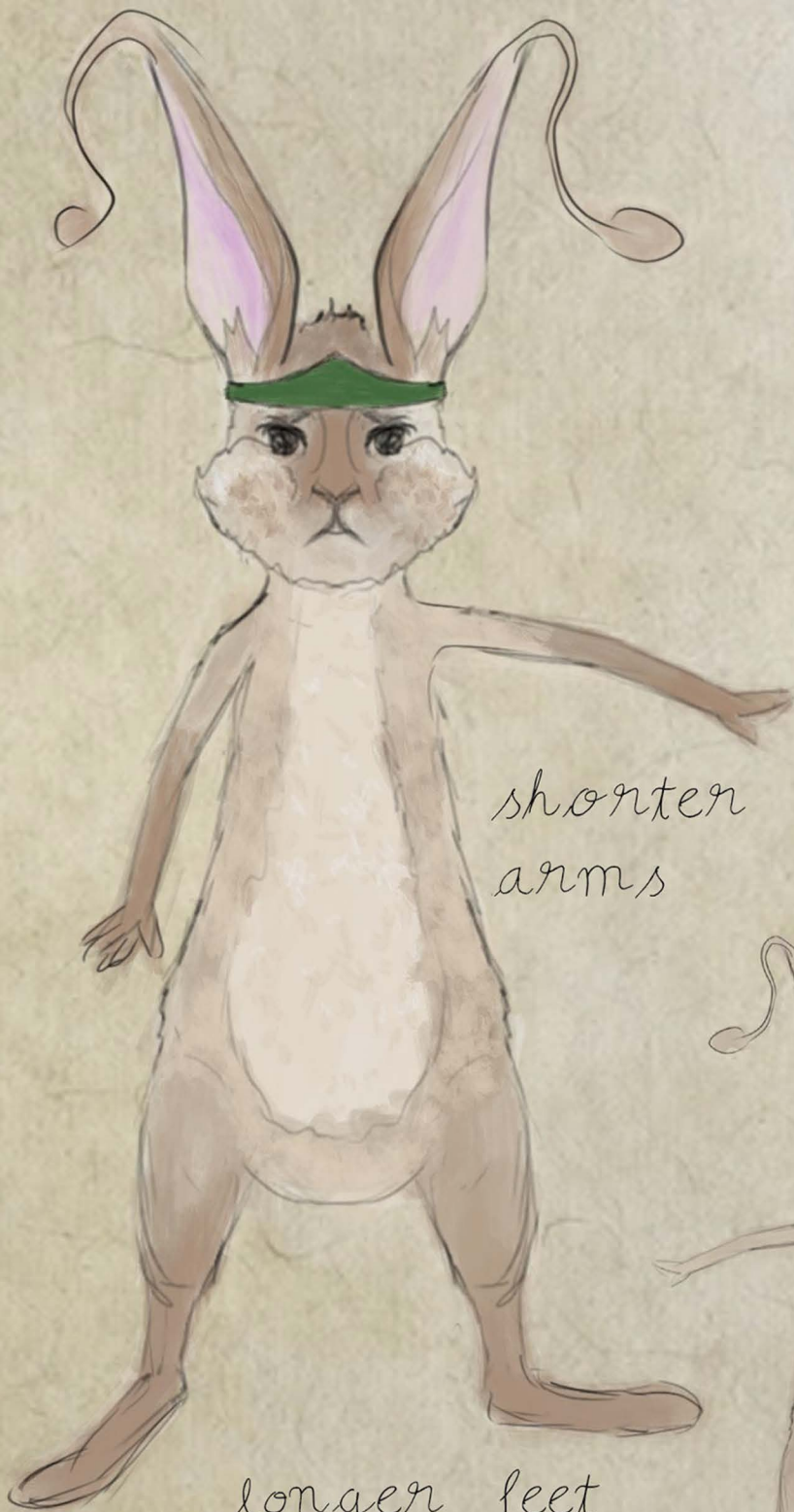


le

Forest
watcher

curled ears

wider,
pink
wings



shorter
arms

longer feet



I study everything there is to
aid the forest to my best



leaf
secretion is
flavourful
and full of
vitamins

Stem glows
in the dark



Back



front



Mischievous flower

The telescope can rotate around to help on days when flying is not doable



Later I added a little expansion to build a kitchen

I initially didn't have a place
to sleep but the small tent I
woke up in

I found this giant mushroom in
the middle of the forest and I
knew it was perfect for my plan



It looks
nothing like
the forest
animals I
study

I hope I will
get the
chance to
get closer to
it



Who knows what else is hiding
down there.





Tree concept

